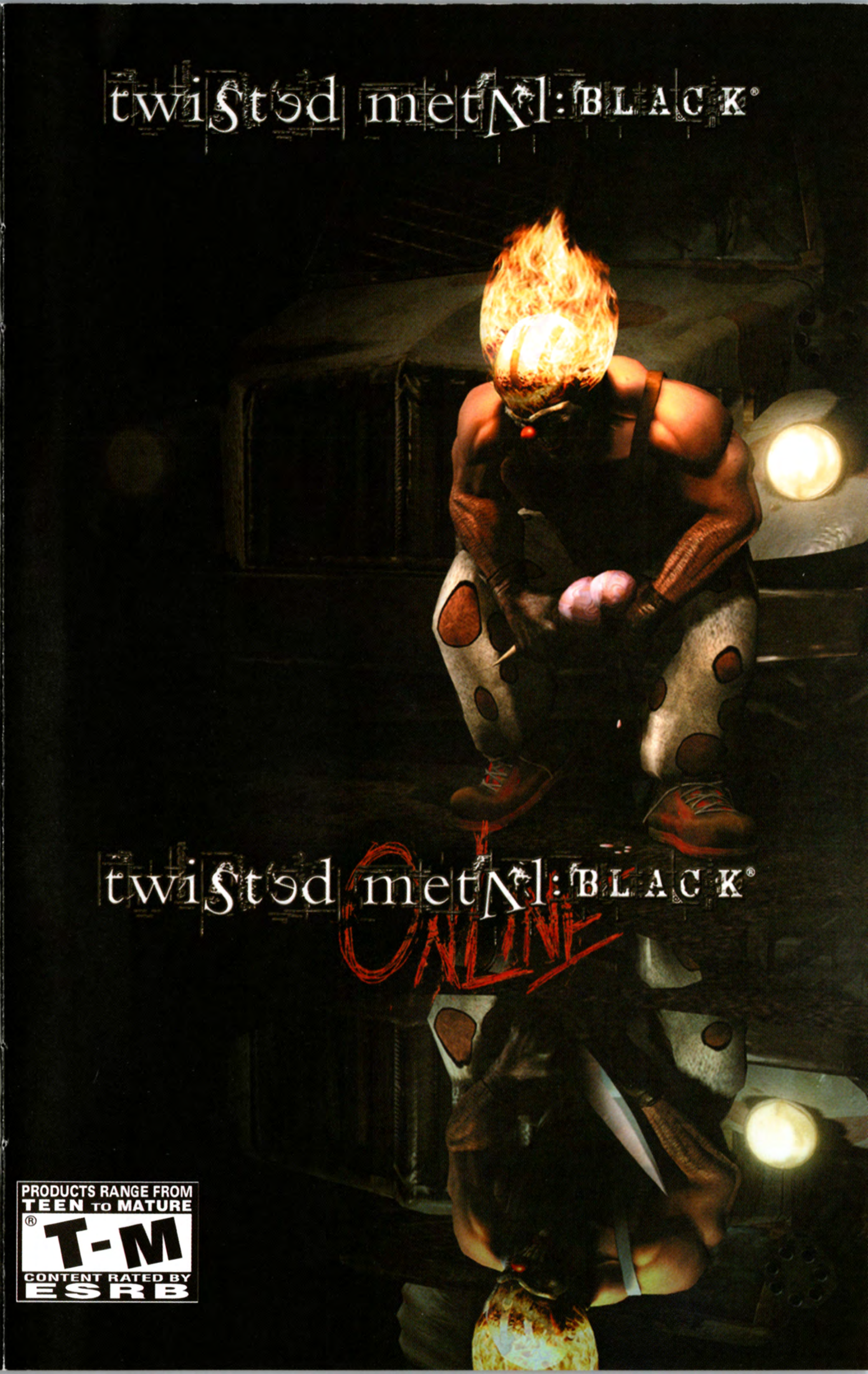
twisted metal: BLACK®



twisted metal: BLACK®

ONLINE

PRODUCTS RANGE FROM
TEEN TO MATURE
®
T-M
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or Memory Card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TWISTED METAL:BLACK® AND TWISTED METAL:BLACK® ONLINE PLAYSTATION®2 HINT LINE

Hints for all games produced by SCEA are available:

Within the U.S. 1-900-933-SONY (1-900-933-7669)
$0.95/min. auto hints

Within Canada: 1-900-451-5757
$1.50/min. auto hints

For U. S. callers, automated assistance is available 24 hours a day, 7 days a week. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line.
Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support
1-800-345-SONY (1-800-345-7669)
Call this number for help with technical support, installation or general questions regarding the PlayStation 2 game console and its peripherals. Representatives are available Monday-Saturday, 6AM-8PM PST, Sunday 7AM-6:30PM PST.

www.playstation.com - The official source for all things PlayStation
Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

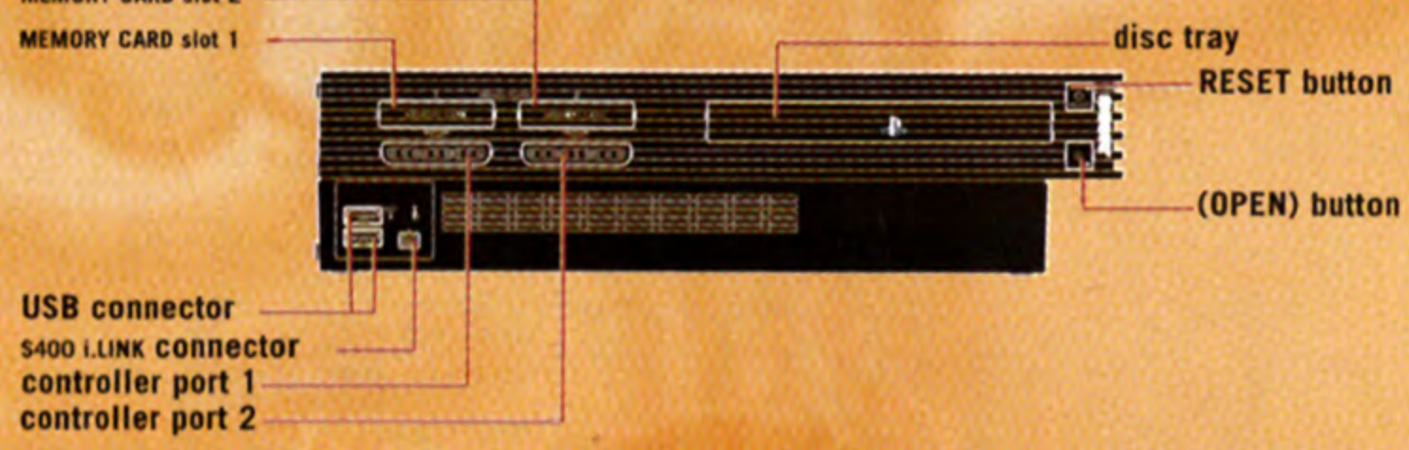
Note: This is a condensed compilation of the Twisted Metal:Black® and Twisted Metal:Black® ONLINE manuals. Please visit www.us.playstation.com to download a more detailed version of this manual.

CONTENTS

General Instructions (For Both Games) . . . . . .pp. 1-4
Twisted Metal:Black (only) . . . . . .p. 5
Twisted Metal:Black ONLINE (only) . . . . . .pp. 6-11

GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Twisted Metal:Black® or Twisted Metal:Black® ONLINE disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

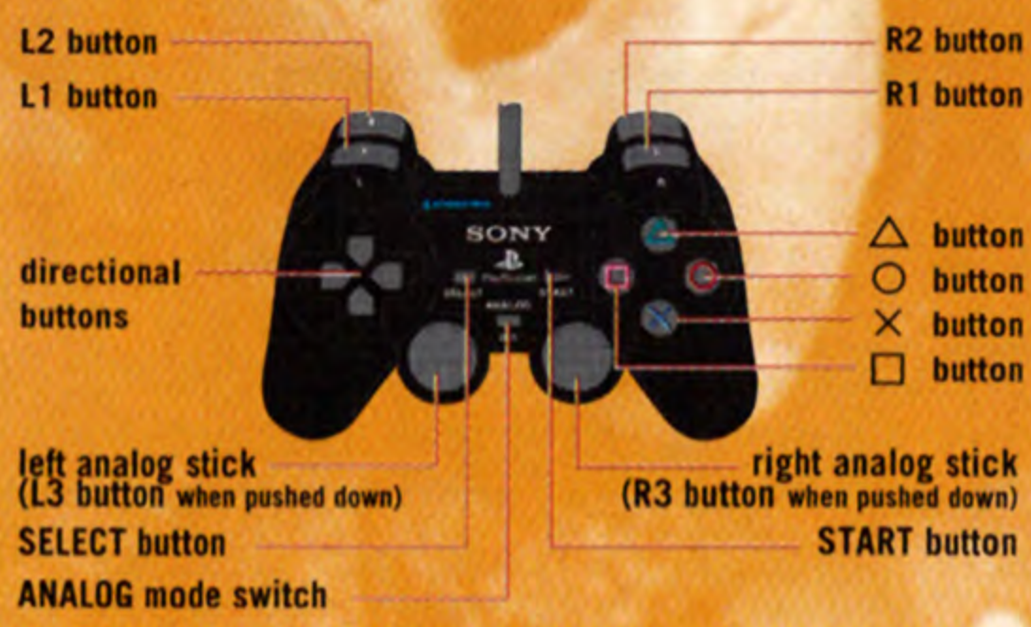


Note: Twisted Metal:Black® ONLINE requires a Network Adaptor (Ethernet/Modem) (for PlayStation 2) and a compatible Internet Service Provider.

CONTROLS

The following describes the default [CLASSIC] control layout.

△. . . . . Rear View/Drops Relics in TM:B ONLINE
○. . . . . Brake
✕. . . . . Tight Turn
□. . . . . Gas [press twice and hold for Turbo]



Directional Button ↑ . . . . . .Forward
Directional Button ←/→ . . . . . .Steer
Directional Button ↓ . . . . . .Reverse
L1 button . . . . . .Cycle Weapons Left
R1 button . . . . . .Cycle Weapons Right
L2 button . . . . . .Fire Weapon
R2 button . . . . . .Fire Machine Gun
left analog stick . . . . . .Steering
right analog stick . . . . . .Gas/Brake
R3 button . . . . . .Turbo
L3 button . . . . . .Tight Turn
Start . . . . . .Pause
Select + D-button Down . . . . . .Change View
Select + D-button Right . . . . . .Change Weapon display
Select + D-button Up (TM:B ONLINE only) . . . .Turn Game Stats On/Off
Select + D-button Left (TM:B ONLINE only) . . .Change Stats Display

GAMEPLAY SCREEN [HUD]

* The "Scoring Meter" and "Game Stats" displays appear only in Twisted Metal:Black ONLINE.

WEAPONS

Each pick-up is color-coded to match the color of the weapon icon in the Weapon Inventory Box.

Note: Some of these weapons can be "rear-fired". For instructions on how to rear-fire your weapons, see p. 4.

MACHINE GUN

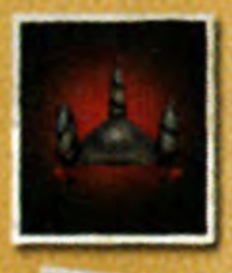
The standard Machine Gun has unlimited ammunition, but if the Machine Gun Overheat Light turns red, you must wait for it to cool off before it can be fired again.

WEAPON PICK-UPS

MACHINE GUN UPGRADE: The Machine Gun Upgrade increases the Machine Gun's rate of fire and damage, but its ammunition is limited.

HOMING: The Homing missile will automatically hunt down the nearest opponent.

FIRE: The Fire missile strikes a balance between the lethality of the Power missile and the tracking ability of the Homing missile.



POWER: This non-tracking warhead packs enough explosive power to level a small building.

RICO: The Ricochet weapon will reflect off walls without exploding. If it is skillfully ricocheted before impacting an opponent, a "Bank Shot Bonus" is awarded and damage is heavily increased.

GAS CAN: When this weapon is fired and hurling through the air, pressing the Fire Weapon button will bring it crashing down upon the red targeting reticle. The Gas Can can also be dropped behind (quickly press Down, Up, Down on the directional button and then the Fire Weapon button). Once dropped, either pressing the Fire Weapon button or making contact with the Gas Can will cause it to explode. If it is left untouched, the Gas Can will continuously charge up (indicated by the "Gas Can Power Up" on-screen text) to produce a devastating destructive blast.

ENV: The Environment weapon's abilities are battleground-based and will trigger attacks from environmental objects.
Note: Not all battlegrounds have Environment attacks.

SPECIAL: The Special weapon is different for each of the vehicles. Some can even be rear-fired.

SKILL-BASED PICK UPS: Once the Skill-based weapon pick-up is collected, one of the following three weapons will be randomly awarded to the player.

RETICLE: Press the Fire Weapon button once to arm the weapon. You will then have five seconds to target your opponent within the reticle and press the Fire Weapon button to launch the missiles. The longer your opponent remains in the targeting reticle, the more missiles will be launched ("red" reticle = maximum missiles). However, if you fail to fire the missiles before the timer reaches zero, it will backfire!

SAT: Select the weapon and a targeting reticle will appear on the ground. Once the Fire Weapon button is pressed, a barrage of missiles is sent skyward. To bring the missiles down, press the Fire Weapon button again and they will impact the reticle. But if left alone, the missiles will automatically impact the reticle once it flashes red. The longer the missiles stay in the air, the more damage.

ZOOMY: The Zoomy weapon fires a barrage of 10 missiles at opponents. If you can score a hit with all ten, you will be rewarded with a large damage bonus.

OTHER PICK-UPS

HEALTH
Collect the Health pick-ups to repair some of your vehicle's damage.

TURBO
Activate Turbo by quickly pressing the Gas button [default: ●] two times. Watch your Turbo Meter and collect Nitro bottles to refill it.

BLACK CUBES (for Twisted Metal:Black only)
These mysterious Black Cubes unlock secret battlegrounds.

HELICOPTERS
Helicopters carry a constantly changing pick-up. Collect the pick-up before destroying the helicopter.

ENERGY ATTACKS

Each Energy Attack requires a different amount of energy, so without the required amount, energy-hungry attacks, such as the Shield, cannot be executed.

To perform each of the following, quickly press the directional button in the order indicated.

Note: To perform Energy Attacks with the left analog stick, move the left analog stick in the order indicated and immediately press the L3 button.

Freeze . . . . . .Up, Down, Up

Mine . . . . . .Right, Left, Down

Charge-Up Mine . . . . .Right, Left, Down (hold for 1 second)

Invisibility . . . . . .Left, Left, Down, Down

Shield . . . . . .Right, Right, Down, Down

Jump . . . . . .Cycle Weapons Left button + Cycle Weapons Right button (simultaneously)

Rear-fire Weapon . . . .Left, Right, Down + Fire Weapon button (does not require energy to execute)

REPAIR STATIONS (FOR TWISTED METAL:BLACK ONLY)

Each battleground has Repair Stations (look for the "+" symbol on the Radar) that are good for a limited number of repairs. Drive up the ramp and the vehicle's structure will be restored.

TWISTED METAL:BLACK

MAIN MENU

Select from one of the following list of options.

one player Battle alone in either Story, Challenge, or Endurance Mode.

multi-player Fight with up to 4 players in Death Match Mode or select 2 Player Co-Op Story or 2 Player Last Man Standing.

options Adjust the game settings.

movies View the in-game movies that you have unlocked through gameplay.

load game Load a previously saved game.To load a saved game, select the memory card slot of the memory card (8MB) (for PlayStation®2) with the saved game to be loaded. Press the ⊗ button to load the saved game.

OPTIONS MENU

Difficulty Easy, Medium or Hard

Controls Classic or Run N Gun. Press the ◉ button to view the alternate control layouts.

FX Volume Adjust the sound effects volume.

Music Volume Adjust the background music volume.

Brightness Adjust the brightness level of the screen.

Vibration Turn ON/OFF the vibration feature of the DUALSHOCK 2 analog controller.

SAVE TO MEMORY CARD

(8MB) (FOR PLAYSTATION®2)

To save the Options settings, Endurance Mode High Score and any unlocked Movies, select the memory card slot of the memory card (8MB) (for PlayStation®2) to be saved to. Press the ⊗ button to save the game. When saving the game for the first time, ensure that the memory card (8MB) (for PlayStation®2) has 80KB of space or more available.

GAME MODES

ONE PLAYER

Story Advance through the battlegrounds to unlock each character's story.

Challenge Challenge computer-controlled opponents in a fight to the finish.

Endurance Fight an endless series of opponents using a single vehicle. Unlock secret levels if you destroy enough opponents.

MULTI-PLAYER

2-4P 2 to 4 Players battle each other to the finish.

Death Match Teams can be formed with 3 or more players.
Note: Playing 3 or 4 player Death Match Mode requires the multitap (for PlayStation®2). Ensure that a controller is connected to Controller Port 1-A.

2P Co-Op Story Two players fight as a team to advance through the battlegrounds.

2P Last Man Standing Two players fight to the end with identical lists of vehicles. The players alternate choosing vehicles - Player 1 chooses the first vehicle, Player 2 chooses the second, Player 1 the third, etc. As each vehicle is destroyed, the player uses the next car on his/her list.

TWISTED METAL:BLACK ONLINE

ACCOUNT SET- UP AND ONLINE PLAY

Twisted Metal:Black Online supports up to 8 players with a broadband connection, and up to 2 players with a dial-up modem (analog connection).

Note: This game does not include a timeout function for online play. If you are a dial-up user, you can avoid unnecessary telephone charges by turning off your PlayStation®2 system when you have completed gameplay.

SETTING UP AN ACCOUNT

You will first need to create an account to connect to the Twisted Metal:Black Online server. Once an account is created, you can create a new game or you can find existing games to join.

1. From the Main Menu, go to the "OPTIONS" Screen and Select "ACCOUNT".
2. At this point, the game will initialize your network settings based on the choices you made during setup with the NETWORK ADAPTOR START-UP DISC. If you have multiple network configurations, a screen will be displayed in order for you to choose the configuration you would like to use. Once the network configuration has been initialized, you will be automatically connected to the TM:B Online server.
3. The "SCEA Usage Policy" screen appears whenever you access the TM:B Online server. Select "YES" to agree to the policy and continue.
4. Select "CREATE" to make a new account (all new users need to create an account). Select "EDIT" to make changes to an existing account. Select "DELETE" to remove an account you previously created.
5. You should now be at the "Create Account" Screen. Press the ◎ button to bring up the virtual keyboard and type in an account name. When finished, select "ENTER." Then use the directional buttons to scroll down to the "Password" box. Press the ◎ button again to bring up the virtual keyboard and type in a password. You can always go back and edit your account information later.
6. Once you've entered your Account Name and Password, press the ⊗ button to confirm. A screen will appear stating that you were able to create a TM:B Online Account.
7. Press the ⊗ button to continue and you'll return to the main "OPTIONS" Screen. Now you need to set up your default player configuration. If you choose to skip this part, the game will choose a screen name (i.e. "Player 1") automatically for you.

SETTING YOUR DEFAULT PLAYER CONFIGURATION

1. From the Main Menu, select "OPTIONS", and then select "PLAYER CONFIGURATION".
2. On the "Player Configuration" Screen, press the ◎ button to bring up the virtual keyboard. Type in your desired game name (this will be the default name for the game you create). Press "Enter" to continue.
3. On the "Player Configuration" Screen, press the ◎ button to bring up the virtual keyboard. Type in your desired screen name (This will be the name all your opponents in a game will see.). Press "ENTER" to continue.

4. Use the directional buttons to scroll down to "DEFAULT CAR." Press the left or right directional button to scroll through the list of vehicles. Whichever one you choose will be automatically selected for you when you create/enter a game*.
   *Note: You can always change your vehicle each time you create/enter a game. This is an added convenience if you prefer to play with the same vehicle each time.
5. Press the ⊗ button to accept these settings. You will return to the "OPTIONS" Screen.

SETTING YOUR DEFAULT NETWORK CONFIGURATION

1. From the Main Menu, select "OPTIONS", and then select "NETWORK CONFIGURATION".
2. Use the directional buttons to select your default Network Configuration. The network configuration(s) were saved to the memory card (8MB)(for PlayStation 2) when you previously used the NETWORK ADAPTOR STARTUP DISC to configure your PlayStation 2.
3. Select "Auto Connect Default". You can set this to "Yes" or "No".
4. Select "Show Diagnostics". You can set this to "Yes" or "No".
5. Press the ⊗ button to accept these settings. The settings will be saved to the memory card (8MB)(for PlayStation 2). You will return to the "OPTIONS" Screen.

INTERNET GAME

1. From the Main Menu, select "INTERNET." You will again be presented with the "SCEA Usage Policy Screen". Select "YES" to agree to the terms of the usage policy.
2. The account information you entered from the "OPTIONS" screen should appear as the default account name and default password. If you wish to enter a different account name and password, use the virtual keyboard to enter the new information.
3. A server announcement will appear. Press the ⊗ button to accept and move on to the next screen.
4. You will now be in the "INTERNET LOBBY".
5. The Internet Lobby will give you a list of games that are currently in session. At this point you can either choose to join one of these games or press the ■ button to create a new game. (See "Creating a New Game" and "Joining an Existing Game" sections.)
   Note: When existing games are not available in the Internet Lobby, you can still play against opponents by creating a New Game (Deathmatch only) and using BOTS (see p.9 for more information).

LAN GAME

In a LAN (Local Area Network) game, you play against other players without the use of an Internet Service Provider or the Internet. Instead, you connect the PlayStation 2 computer entertainment systems through an Ethernet hub and Ethernet cables.

1. From the Main Menu, select "LAN."
2. You will now be in the "LAN LOBBY."

3. The LAN Lobby will give you a list of games that are currently in session (if there are any). At this point you can either choose to join one of these games or create a new game. (See "Creating a New Game" and "Joining an Existing Game" sections.)
Note: When existing games are not available in the LAN Lobby, you can still play against opponents by creating a New Game (Deathmatch only) and using BOTS (see p.9 for more information).

CREATING A NEW GAME

1. From the Lobby, press the ■ button to host a new game.
2. You will be prompted to enter a password.
a) If you wish to put a password on your game so that no one else can enter without knowing that password, then press the ○ button to bring up the virtual keyboard and enter a password now. Once finished, press the ✕ button to continue.
b) If you would like to leave the game open for anyone to join, then leave the password box empty, and press the ✕ button to continue.
3. You will now be in the "WAITING ROOM".
4. You can now set up the type of game you would like to host [ex: Mode, Mods (Game Modifiers), Level, etc.]. All this information will be displayed in the "GAME SETTINGS" and "MODS" boxes of the Waiting Room for other players to see as they join your game.
Note: If you have chosen "ASYNCHRONOUS" as the Entry setting, then other players may join at any time (8 players total with a broadband connection or 2 players total with an analog connection). If you have chosen "SYNCHRONOUS" as the Entry setting, then players cannot join once the game has started. They must wait for the start of the next game.
5. Once all the settings are to your liking, select "PLAY GAME" to begin.
Note: You may quit the game at any time. If you leave the game while other players are still connected, then one of those players will become the Host and the game will continue without you.

JOINING AN EXISTING GAME

1. From the Lobby, use the directional buttons to scroll to the game you wish to join. Press the ✕ button to select the game.
a) If the Host HAS set a password for the game, then you will be prompted to enter the correct password to join. An error message will appear if you attempt to join without entering the password (or enter an incorrect password).
b) If the Host HAS NOT created a password, then you will proceed to the "WAITING ROOM" Screen.
2. Once you find a game you can join, you will be brought to the "WAITING ROOM."
a) The "GAME SETUP" option is only available to the Host of the game. If the Host of the current game has set the Entry setting to "ASYNCHRONOUS," then select "JOIN GAME" to immediately play.
3. If the Host of the current game has set the Entry setting to

"SYNCHRONOUS," then you will have a "WATCH GAME" option.
a) You cannot enter a Synchronous game if it is already in progress. You may wait for the current game to finish then join at the start of a new game or you can try to find another game.
b) If you would like to wait for a new game to start, then you may watch the current game in progress until it is over. To do this, select "WATCH GAME."
c) The current game will load and you will now have a spectator's view of the game. Hold down the Select button and press up on the directional button to toggle your view point through the different players.
d) Once the game has finished you may return to the "WAITING ROOM" and enter the next game.

5. You may now select your car (the vehicle from your "Player Configuration" setting is selected as the default vehicle).
6. Select "PLAY GAME" and the "Loading Screen" will appear. Once the game has loaded you will have joined the current game and you can now begin play!

GAME MODES

DEATHMATCH: Classic Twisted Metal® free-for-all mode in which every player is against every other player. Players battle until their car is destroyed and then regenerated at a random location to battle again.
LAST MAN STANDING: Similar to Deathmatch but each player is only allocated X lives, where X is some predetermined number. The last player left alive is declared the winner. Only Synchronous Entry is allowed.
COLLECTOR: The objective is to be the first player to collect all of the artifacts scattered throughout the environment. Players can take an artifact from another player in two ways: 1) Deliver enough damage to a player and they will lose an artifact or, 2) kill the player causing them to lose all the artifacts they were carrying.
MAN HUNT: One player is designated as the "Prey", and the remaining players are the "Hunters." Hunters get points for damaging and killing the Prey. The Prey gets points for evading, killing, and damaging the Hunters. If the Prey is killed, the Hunter that made the kill then becomes the Prey.
GAME MODE PARAMETERS:

- **Time Limit** - The game ends when the user-set Time Limit expires. A value of "0" indicates no Time Limit.
- **Score Limit** - The game ends when any player's score reaches this user-set value. A value of "0" indicates no Score Limit.
- **Kill Limit** - The game ends once the user-set Kill Limit reaches this value. A value of "0" indicates no Kill Limit.
- **Damage Limit** - The game ends when the user-set Damage Limit reaches this value. A value of 0 indicates no Damage Limit.
- **Scoring Method** - Setting the scoring method will determine which player is winning.
- **Use Bots** (Deathmatch mode only) - A BOT is a computer-controlled opponent. When this user-set parameter is enabled, 2 BOTs may be in the game to ensure at least 3 players. This parameter can be set to "Yes" or "No." As players enter the game, the BOTS will disappear. BOTs can only be used in an Asynchronous Entry game.

- **Synchronous Entry** - When enabled, all players are forced to enter the game at the same time. Players that join the game after it has started must remain in the Waiting Room until the next game starts. This parameter can be set to "Yes" or "No."
- **Number of Lives** [Last Man Standing Mode only] - This user-set parameter limits the number of times a player can regenerate.
- **Scoring Method** [Collector Mode only] -
  - **Possession** - First player to collect all artifacts is the winner. If another Limit is imposed, the player with the most artifacts collected, at the end of the game, is the winner.
  - **Domination** - Players get points for the time of possession of each artifact. The winner is determined by who held the most artifacts the longest.
- **Number of Artifacts** [Collector Mode only] - This parameter designates the number of artifacts that will be in the game.
- **Starting Prey** [Man Hunt Mode only] - The Host selects which player will start as the "Prey." Default value is the "Host" player.

GAME MODIFIERS ("MODS")

SINGLE WEAPON MOD (ONE GUN)

Players are limited to a single weapon type [with unlimited ammunition] as chosen by the Host. Only Health and Turbo pick-ups are included. One of the following designations [with icon] will be displayed in the Waiting Room indicating the chosen weapon:

FR = Fire Missile
GC = Gas Can
HM = Homing Missile
MA = Machine Gun
MG = Mega Guns
PR = Power Missile
RI = Ricochet
RT = Reticle
ST = Satellite
ZO = Zoomy

CO = Combo [All players are limited to Energy Attacks triggered by combo moves.]
SP = Special [All players are limited to using their Special Weapon.]

SINGLE VEHICLE MOD

All players use the same vehicle chosen by the Host. One of the following designations [with icon] will be displayed in the Waiting Room indicating the chosen vehicle:

AX = Axel
BR = Brimstone
C8 = Crazy 8
DS = Darkside
JD = Junkyard Dog
MS = Manslaughter
MG = Mr. Grimm
MN = Minion
OL = Outlaw
RK = Roadkill
SH = Shadow
SP = Spectre
ST = Sweet Tooth
WH = Warthog
YJ = Yellow Jacket

POWER RELICS MOD

When this Mod is selected, a unique set of pick-ups [Relics] gives the possessor extra powers. Only one Relic can be held at a time. Press the △ button to drop a Relic.

- **Defiance** - Partially blocks incoming damage. Also protects against fire and freezing.
- **Restoration** - Sets max health at 200%. Slowly regenerates Health.
- **Slayer** - Weapons do double damage.
- **Mega Guns** -Mega Gun bullets will slowly regenerate up to a maximum of 100 shots. Once depleted, unlimited enhanced machine guns are available.
- **Special Regen** - Regenerates Special Weapons faster. Also regenerates Energy and Turbo.
- **Backlash** - When Shielded, weapons fired at the possessor will reflect back. Shields use half the normal Energy amount.
- **Assassin** (Deathmatch mode only) - Cloaks player when motionless.
- **Evade** (Deathmatch mode only) - Prevents weapons from locking on.
- **Relic Buster** - Dislodges a Relic from any vehicle that it hits.
- **Blitzkrieg** - Doubles firing rates and pick-up amount.
- **Parasite** - Awards Health for damage done to opponents. Also transfers Energy and Turbo.
- **Demolition** - Applies area effect damage to all weapons.

UNLIMITED WEAPONS MOD

Players have an unlimited supply of weapons.

HUD MODS

The following designations [with icons] will appear in the waiting room if HUD modifications have been specified:

NO H-BAR = No Health Bar
NO POINTER = No Indicators and No Health Bar
NO RADAR = Vehicles do not appear on radar, No Indicators and No Health Bar

NEW ONLINE PICK-UP

- **Full Health** - Refills the player's entire Health bar.

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SANTA MONICA STUDIOS

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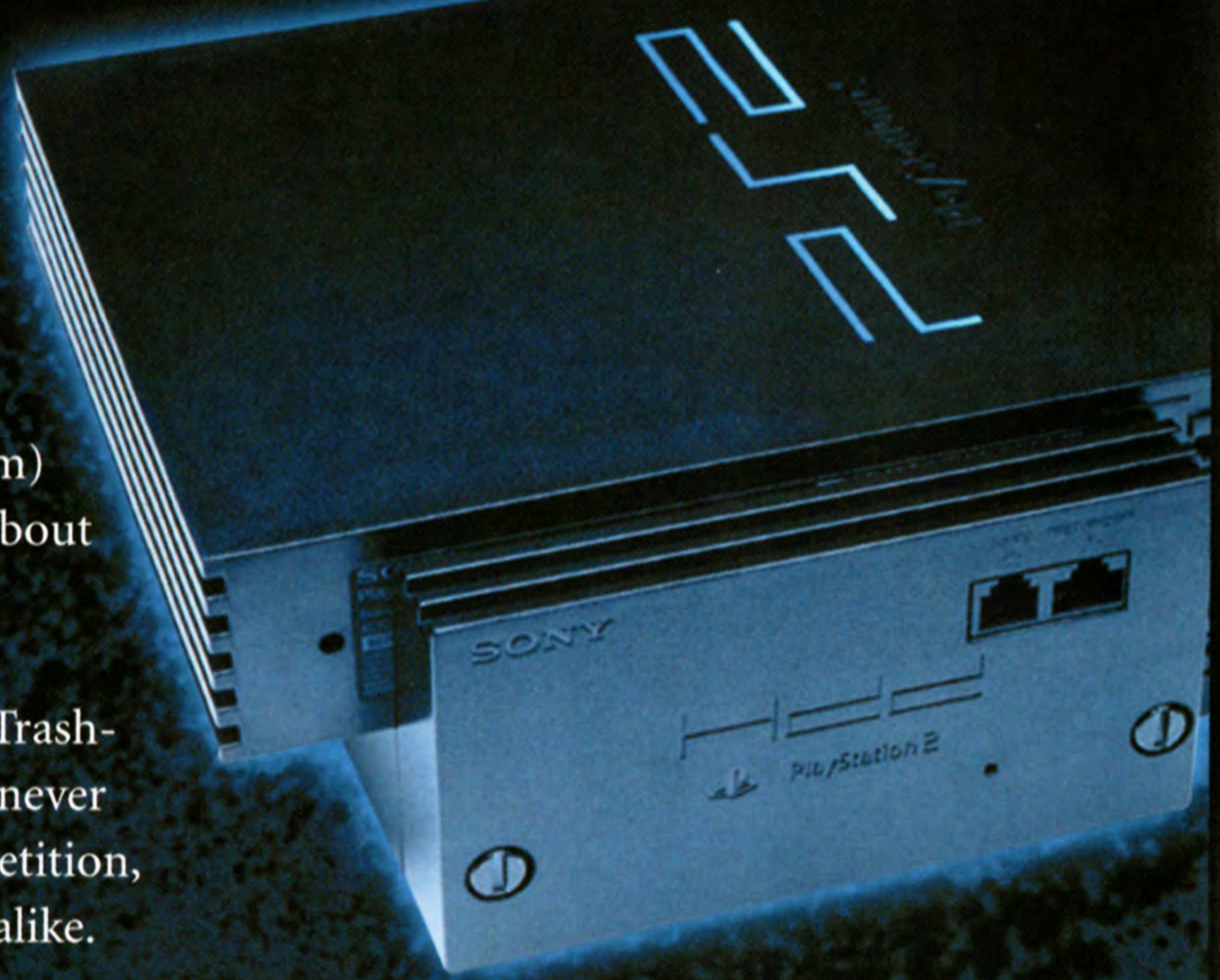

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